Screen pictures shown may be different machine versions of game.

FIREBIRD

Make your mark and sort out a real mess!
Imposez-vous et venez à bout d'un désordre épouvantable!
Beweisen Sie Ihr Können un bringen Sie ein Riesendurcheinander wieder in Ordning.
Ottenete molto successo e risolvete una grande confusione!
Marca y resuelve el caos reinante!
Onderscheid jezelf door een grote warboel op te lassen.
Gør indtryk og bring orden i et rigtigt rod!
Joystick only

'Buy this game, its tremendous'
ZZAP 64, June 1987, Steve Jarratt.

SILVER 199 RANGE

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CBM 64 128

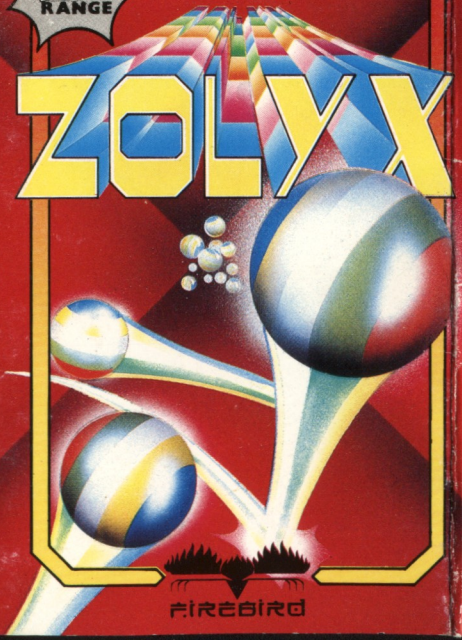
ZOLYX

FIREBIRD

SILVER 199 RANGE

COMMODORE 64/128

ZOLYX



FIREBIRD

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ZOLYX

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THE GAME

Zolyx is a game that will immediately grab your attention and have you glued to your monitor for months to come. With multiple levels and countless numbers of perpetually moving balls, your playing aptitude will be severely tested.

LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewound cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

NOTE: Full loading instructions can be found in your Commodore Manual.

PLAYING THE GAME

Zolyx can be played with a joystick connected to port 2 of your Commodore computer. Run/stop will pause the game.
The object of Zolyx is to fill in 75% of the screen by creating sections of blocks, while at the same time avoiding the balls. Contact with any of the balls, which are in constant motion, will result in the loss of a life.
On the first level there are three balls on the screen and two in the background. For each level successfully completed, one ball is added to the screen.
The direction of the balls can be reversed by pressing the fire button. This facility can be used once on the first level and an additional time for each level completed.
A bonus is awarded for every 1% above 75% of the screen filled in. Up to a maximum of 99% of the screen can be completed.

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